# A Living Framework for Understanding **Cooperative Games**

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#### MOTIVATION

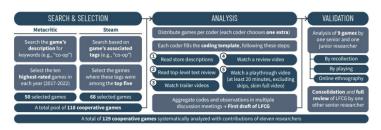
We have limited means to rigorously define the game design structures, hindering attempts at consolidating knowledge and limiting the potential of design efforts.





How is the collaboration in these games different?

#### **METHODS**



## **FRAMEWORK**



# **EXAMPLES**







Players have to complete tasks that generate other tasks while avoiding collisions with each other. The game also becomes increasingly harder with the number of players in the party.





### **WEB APP**

The web app allows users to consult LFCG, and browse game reports and framework extensions. It provides an interactive navigation between categories and values with a detailed view of the selected category/value with its description.



# **GAME REPORTS**













- Contribute to shared compendium















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